

#### **Iterators**

A container can provide an iterator that provides access to its elements in order

```
iter(iterable): Return an iterator over the elements
    of an iterable value

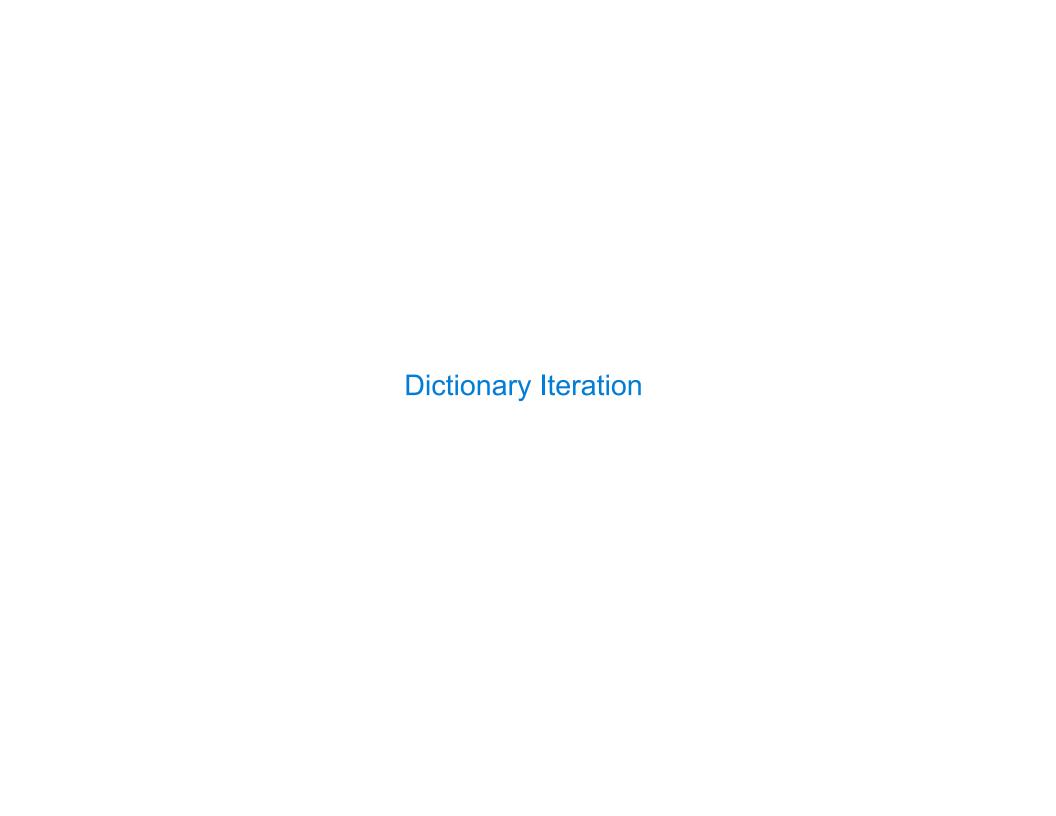
next(iterator): Return the next element in an iterator

3

>>>
4

>>>
5
>>>
5
>>>
```

```
>>> s = [3, 4, 5]
>>> t = iter(s)
>>> next(t)
3
>>> u = iter(s)
>>> next(u)
3
>>> next(u)
3
>>> next(u)
4
```



### Views of a Dictionary

An *iterable* value is any value that can be passed to **iter** to produce an iterator

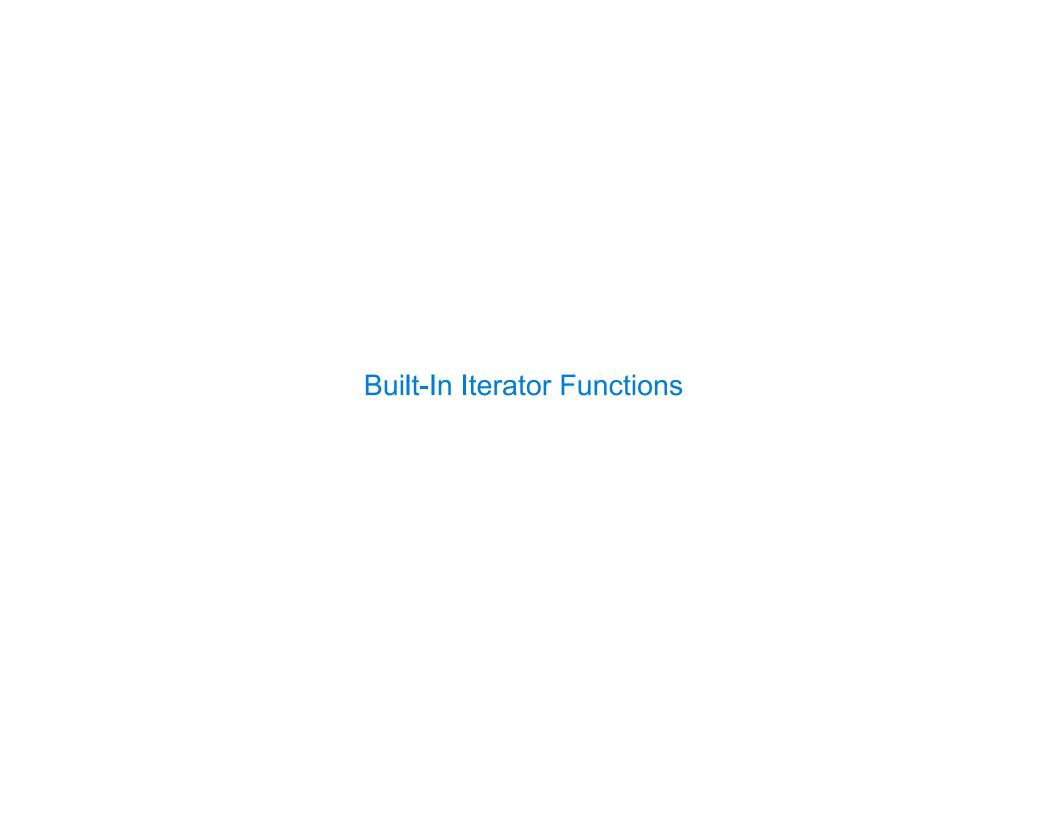
An *iterator* is returned from **iter** and can be passed to **next**; all iterators are mutable

A dictionary, its keys, its values, and its items are all iterable values

- The order of items in a dictionary is the order in which they were added (Python 3.6+)
- Historically, items appeared in an arbitrary order (Python 3.5 and earlier)

```
>>> d = {'one': 1, 'two': 2, 'three': 3}
>>> d['zero'] = 0
                                                                       >>> i = iter(d.items())
>>> k = iter(d.keys()) # or iter(d)
                                        >>> v = iter(d.values())
>>> next(k)
                                         >>> next(v)
                                                                       >>> next(i)
'one'
                                                                       ('one', 1)
                                         1
>>> next(k)
                                         >>> next(v)
                                                                       >>> next(i)
'two'
                                                                       ('two', 2)
                                         >>> next(v)
                                                                       >>> next(i)
>>> next(k)
'three'
                                                                       ('three', 3)
>>> next(k)
                                         >>> next(v)
                                                                       >>> next(i)
                                                                       ('zero', 0)
'zero'
```

# For Statements



#### **Built-in Functions for Iteration**

## 延时求值对象(是一种iterator)

Many built-in Python sequence operations return iterators that compute results lazily

map(func, iterable): Iterate over func(x) for x in iterable

filter(func, iterable): Iterate over x in iterable if func(x)

zip(first\_iter, second\_iter):
Iterate over co-indexed (x, y) pairs

reversed(sequence): Iterate over x in a sequence in reverse order

To view the contents of an iterator, place the resulting elements into a container

list(iterable): Create a list containing all x in iterable

tuple(iterable): Create a tuple containing all x in iterable

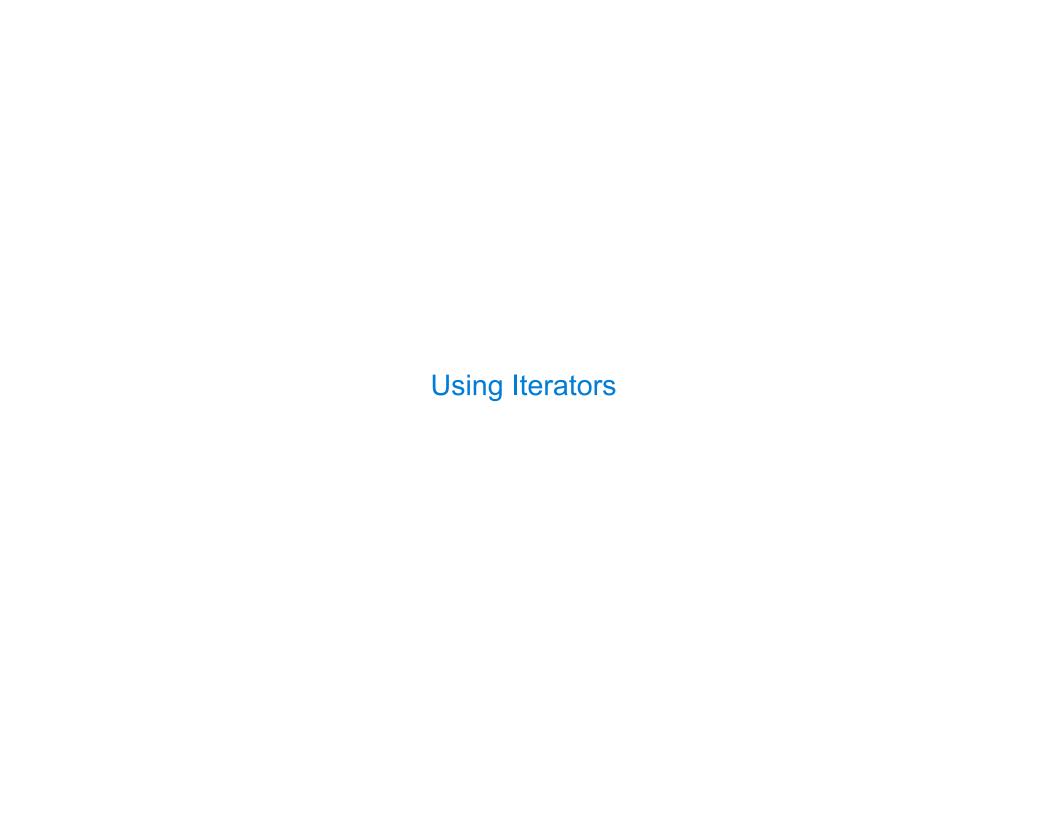
sorted(iterable): Create <u>a sorted list</u> containing x in iterable



### The Zip Function

```
The built-in zip function returns an iterator over co-indexed tuples.
>>> list(zip([1, 2], [3, 4]))
[(1, 3), (2, 4)]
If one iterable is longer than the other, zip only iterates over matches and skips extras.
>>> list(zip([1, 2], [3, 4, 5]))
[(1, 3), (2, 4)]
More than two iterables can be passed to zip.
>>> list(zip([1, 2], [3, 4, 5], [6, 7]))
[(1, 3, 6), (2, 4, 7)]
Implement palindrome, which returns whether s is the same forward and backward.
                                        >>> palindrome('seveneves')
>>> palindrome([3, 1, 4, 1, 3])
                                        True
True
                                        >>> palindrome('seven eves')
>>> palindrome([3, 1, 4, 1, 5])
False
                                        False
```

return all([a == b for a, b in zip(s, reversed(s))])



### Reasons for Using Iterators An Data Abstraction Idea

Code that processes an iterator (via next) or iterable (via for or iter) makes few assumptions about the data itself.

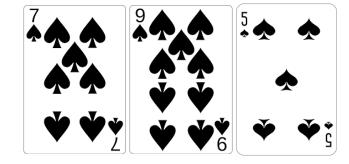
- Changing the data representation from a list to a tuple, map object, or dict\_keys doesn't require rewriting code.
- Others are more likely to be able to use your code on their data.

An iterator bundles together a sequence and a position within that sequence as one object.

- · Passing that object to another function always retains the position.
- Useful for ensuring that each element of a sequence is processed only once.
- Limits the operations that can be performed on the sequence to only requesting next.

# Example: Casino Blackjack

Player:



Dealer:

